

7. A licensee shall not allow a patron to make any wagers using the wagering account until ***the following occurs:***

(a) The patron personally appears ~~[before an employee of the licensee]~~ at ~~[its]~~ ***the licensee's*** licensed gaming establishment or at the licensed gaming establishment of ~~[its]~~ ***the licensee's*** affiliate where the ~~[patron presents a government issued picture identification credential confirming the]~~ patron's identity ***is confirmed***; ***or***

(b) ***The identity of the patron is established and confirmed remotely.***

Acceptable methods that can be used to confirm a patron's identity include, but are not limited to, presentation of a government issued picture identification credential, biometric, digital, knowledge-based authentication, or other methods acceptable to the Chair. Provided, however, that patron identity confirmation for wagering accounts created pursuant to Regulation 22.140 (6) may not be done remotely.

16. A licensee shall suspend a wagering account if the wagering account has not been used to make any wagers for a consecutive 16-month period. The licensee may re-activate a suspended wagering account only after re-verifying the information required by subsection 5(a) of this regulation and upon ~~[the patron presenting a current government issued picture identification credential]~~ ***confirming the patron's identity in accordance with subsection 7 of this regulation.***

17. A licensee shall record and maintain, for a period of at least 5 years after creation, the following in relation to a wagering account:

(a) All information used by the licensee to register a patron and create the wagering account pursuant to subsection 5 of this regulation;

(b) The method used to verify the information provided by a patron to establish the wagering account, Including, ***if applicable***, a description of the identification credential provided by a patron to confirm ***the patron's*** identity and its date of expiration;

(c) The date and time the wagering account is opened and terminated;

(d) The date and time the wagering account is accessed by any person, including the patron or the licensee;

(e) All deposits, withdrawals, credits and debits; and

(f) The patron's account number.

18. Responsible Gambling.

(a) Licensees shall ensure that ~~[, within one year following the effective date of this regulation,]~~ its patrons have the ability to select responsible gambling options associated with their wagering account that include deposit limits establishing the amount of total deposits a patron can make to their wagering account within a specified period of time.

CURRENT NEVADA GAMING REGULATIONS REGARDING INTERACTIVE GAMING PATRON IDENTITY CONFIRMATION

5A.110 Registration of Authorized Player.

1. Before allowing or accepting any wagering communication from an individual to engage in interactive gaming, an operator must register the individual as an authorized player and create an interactive gaming account for the individual in accordance with this section.

2. An operator may register an individual as an authorized player only if the individual provides the operator with the following information:

(a) The identity of the individual;

(b) The individual's date of birth showing that the individual is 21 years of age or older;

(c) The physical address where the individual resides;

(d) The social security number for the individual, if a United States resident,

(e) That the individual had not previously self-excluded with the operator and otherwise remains on the operator's self-exclusion list; and

(f) That the individual is not on the list of excluded persons established pursuant to NRS 463.151 and Regulation 28.

3. Before registering an individual as an authorized player, the operator must have the individual affirm the following:

(a) That the information provided to the operator by the individual to register is accurate;

(b) That the individual has reviewed and acknowledged access to the house rules for interactive gaming;

(c) That the individual has been informed and has acknowledged that, as an authorized player, they are prohibited from allowing any other person access to or use of their interactive gaming account;

(d) That the individual has been informed and has acknowledged that, as an authorized player, they are prohibited from engaging in interactive gaming from a state or foreign jurisdiction in which interactive gaming is illegal and that the operator is prohibited from allowing such interactive gaming;

- (e) That the individual has been informed and has acknowledged that, if the operator is unable to verify the information provided by the individual pursuant to subsection 2 within 30 days of registration, any winnings attributable to the individual will be retained by the operator and the individual shall have no right to such winnings;
 - (f) Consents to the monitoring and recording by the operator and the board of any wagering communications; and
 - (g) Consents to the jurisdiction of the State of Nevada to resolve disputes arising out of interactive gaming.
4. An operator may allow an individual to register as an authorized player either remotely or in person.
5. Within 30 days of the registration of the authorized player, the operator shall verify the information provided by the individual pursuant to subsection 2. Until such verification has occurred:
- (a) The authorized player may not deposit more than \$5,000 in their interactive gaming account; and
 - (b) The authorized player may not withdraw any funds from their interactive gaming account.
6. If verification of the information provided pursuant to subsection 2 has not occurred within 30 days, the operator shall:
- (a) Immediately suspend the interactive gaming account and not allow any further interactive gaming;
 - (b) Retain any winnings attributable to the authorized player; and
 - (c) Refund the balance of deposits made to the interactive gaming account to the source of such deposit or by issuance of a check and then permanently close the account.
7. Any winnings due to an authorized player prior to completion of the verification process shall be credited to the authorized player's interactive gaming account immediately upon successful verification.

CURRENT NEVADA GAMING REGULATIONS REGARDING RACE BOOK AND SPORTS POOL PATRON IDENTITY CONFIRMATION

Regulation 22 Race Books and Sports Pools

22.140 Wagering communications; establishing patron wagering accounts for sports, nonpari-mutuel race, and other event wagering.

6. Before a book accepts a wagering communication, or a call center accepts a wagering instruction, on any sporting event wager, on any nonpari-mutuel race wager, or on any other event wager, the following must occur:

(a) A book must register patrons and create wagering accounts in accordance with Regulation 5.225 except as follows:

(1) For purposes of presenting a government issued picture identification credential to confirm the patron's identity, a patron may either personally appear before an employee of the licensee at which the book is located as provided in subsection 7 of Regulation 5.225 or before an employee of the book at the premises of the book or, for central site books, at an outstation, satellite or affiliated book.

(2) A book may inspect government issued picture identification credentials to confirm a patron's identity, as required by subsection 7 of Regulation 5.225, by filing a request with the Chair for permission to have its employees inspect such identification credentials at locations outside of the book